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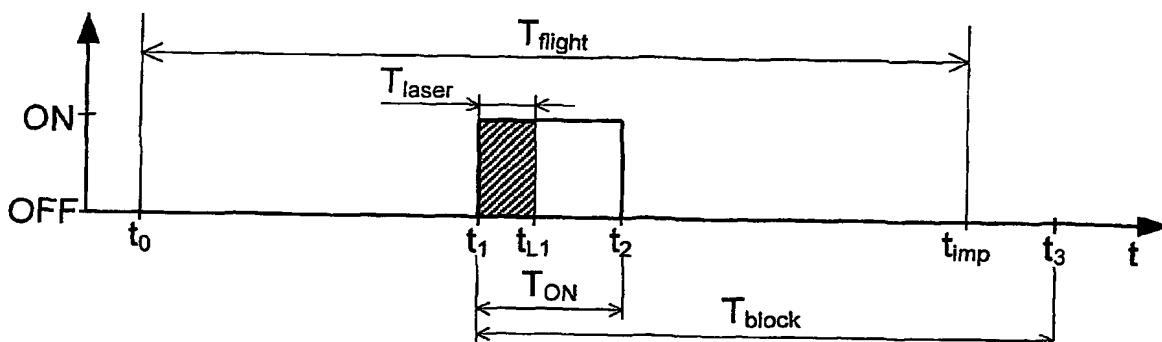
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(54) Title: SIMULATION OF TRACER FIRE



(57) Abstract: The invention relates to simulation of tracer fire from a weapon by means of a fire simulation means attached thereto. The proposed method involves projecting a light spot into a visual field of a user of the weapon, such that the light spot is observable by the user when firing a target. The light spot indicates a non-ballistic estimation of a point of impact for a simulated bullet from the weapon. The light spot is turned on at a first point in time (t_1) after triggering the simulated bullet (t_0) and turned off at a second point in time (t_2) after triggering the simulated bullet (t_0). A switched-on interval (T_{ON}) between the first point in time (t_1) and the second point of time (t_2) overlaps a laser interval (T_{laser}) during which at least one light pulse is transmitted from a fire simulation means to simulate the bullet fired from the weapon. Preferably, the light spot and the at least one light pulse are calibrated to one another such that the light spot indicates a point to which the at least one light pulse is transmitted. Thereby, the bullet's tracer effects are simulated to the user, such that he/she may be guided to control the fire towards an intended target.